

## WEST Search History





DATE: Sunday, March 18, 2007

Hide?	<u>Set Name</u>	<u>Query</u>	<u>Hit Count</u>
	<i>DB=PGPB,USPT,USOC,EPAB,JPAB,DWPI,TDBD; PLUR=YES; OP=ADJ</i>		
<input type="checkbox"/>	L35	L34 and polygon and (render same pixel)	1
<input type="checkbox"/>	L34	L1 and second pass	1
<input type="checkbox"/>	L33	L32 and (edge same blur\$)	13
<input type="checkbox"/>	L32	(edge same shadow same sharp\$) and ((calculat\$ or comput\$ or determin\$ near7 distance)	113
<input type="checkbox"/>	L31	L1 and (stor\$ same shadow)	1
<input type="checkbox"/>	L30	L1 and (stor\$ same shadow same distance)	0
<input type="checkbox"/>	L29	L1 and (stor\$ same shadow sme distance)	0
<input type="checkbox"/>	L28	L1 and (gray adj3 level same color)	0
<input type="checkbox"/>	L27	L1 and distance	1
<input type="checkbox"/>	L26	6252608.pn. and (soft shadow and texture)	1
<input type="checkbox"/>	L25	6252608.pn. and (soft shadow same texture)	0
<input type="checkbox"/>	L24	L21 and soft shadow	1
<input type="checkbox"/>	L23	L21 and (texture same gray adj2 level)	0
<input type="checkbox"/>	L22	L21 and (texture same grey\$level)	0
<input type="checkbox"/>	L21	L19 and ((color near9 (parameter or value)) same (texture map\$ same color))	1
<input type="checkbox"/>	L20	L19 and ((color near9 (parameter or value)) same ((modif\$ or adjust\$ or correct\$) near7 color))	0
<input type="checkbox"/>	L19	L18 and (rasteriz\$ near9 pixel)	1
<input type="checkbox"/>	L18	6252608.pn. and ((pixel adj7 parameter) same color)	1
<input type="checkbox"/>	L17	((pixel adj7 color) same (adjust\$ or correct\$)) and (grey adj2 level same shadow\$)	2
<input type="checkbox"/>	L16	6252608.pn. and ((adjust\$ or correct\$) adj9 color)	1
<input type="checkbox"/>	L15	6252608.pn. and color	1
<input type="checkbox"/>	L14	6252608.pn. and grey-level and shadow and color	0
<input type="checkbox"/>	L13	6252608.pn. and (grey-level same shadow) and color	0
<input type="checkbox"/>	L12	6252608.pn. and (grey-level same shadow) and (correct\$ adj9 color)	0
<input type="checkbox"/>	L11	6252608.pn. and (grey-level same shadow) and (adjust\$ adj9 color)	0
<input type="checkbox"/>	L10	6252608.pn. and (gr\$y scale same shadow) and (adjust\$ same color)	0
<input type="checkbox"/>	L9	6252608.pn. and (gr\$y level same shadow) and (adjust\$ same color)	0

<input type="checkbox"/>	L8	6252608.pn. and (gr\$y level same shadow) and (adjust\$ adj7 color)	0
<input type="checkbox"/>	L7	6252608.pn. and (gr\$y level same color same shadow) and (adjust\$ adj7 color)	0
<input type="checkbox"/>	L6	6252608.pn. and (gr\$y scale same color same shadow) and (adjust\$ adj7 color)	0
<input type="checkbox"/>	L5	6252608.pn. and gr\$y scale same color same pixel	0
<input type="checkbox"/>	L4	6252608.pn. and second pass and camera	0
<input type="checkbox"/>	L3	6252608.pn. and second pass same camera	0
<input type="checkbox"/>	L2	L1 and light	1
<input type="checkbox"/>	L1	6252608.pn. and first pass	1

END OF SEARCH HISTORY